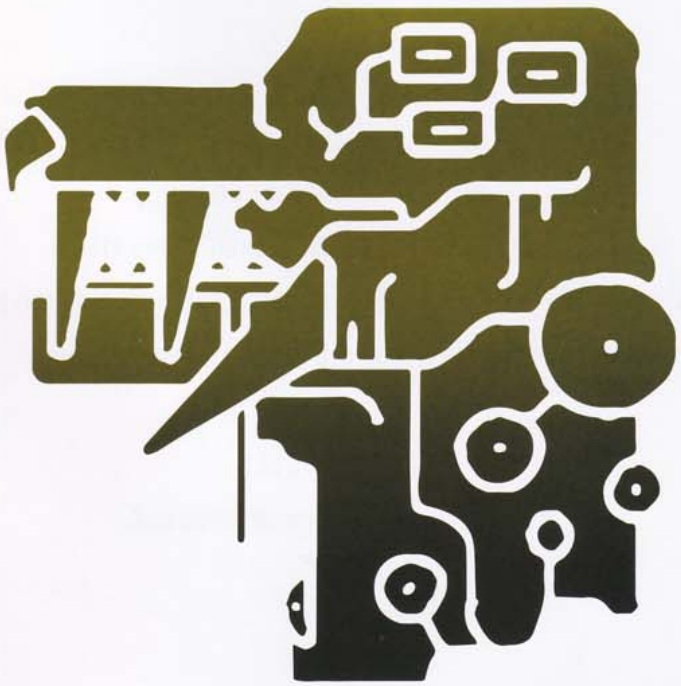
PRIMAL
THE AWAKENING



CAMPAIGN BOOK

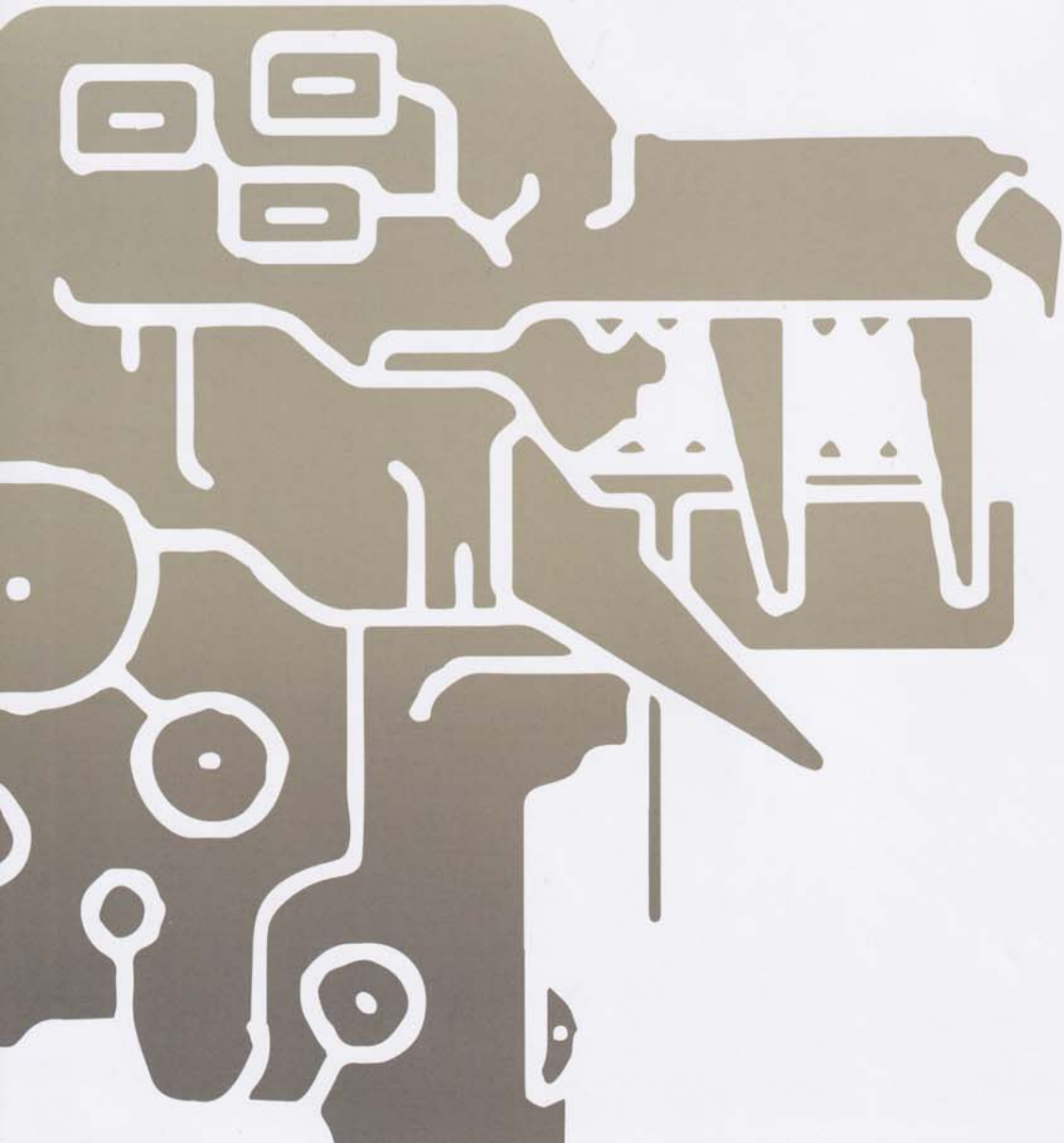
THE MYTH OF OUROBOROS

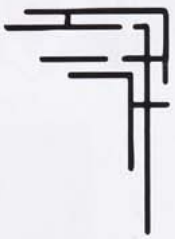
The serpent is immortal.
It eats everything in its path to become stronger.
It grows so big that it wraps itself around the whole world,
and devours it and, in the end, it bites its own tail.

It is in everything,
And everything will end up inside it.

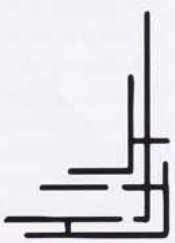
MAP OF THYREA

ENDLESS SWAMP





QUEST SCENARIOS



41 THE DYING FOREST

SPECIAL RULES

Venom cards: Each player has a reserve of 3 *Hydar's* Venom cards associated to their hunter (see the matching class icon on the card back). Keep those cards close at hand and use them when instructed by card abilities during the game. Venom cards are explained in detail on page 3 of the *Venom Expansion* rules.

Thornvine tokens: This scenario uses thornvine tokens. Keep these tokens near the board and use them when instructed by card abilities during the game. Thornvine tokens are explained in detail on page 3 of the *Venom Expansion* rules.

Hydar miniature | 2x Wildmaw | 2x Beathanis | 1x Brush | 1x Synaerea

INTRODUCTION

The atmosphere in the Niz-Maraga jungle is stifling. Under the green cloak of the tree canopy, the sound of Mistaria Falls is muffled like the hissing of a snake. Along the path, the large roots of ancient trees push up through the ground, covered in slimy green moss. In some areas, you step over them and, in other sections of the path, you must pass under them as if they were arches, while a thousand feral eyes open and close in the shady areas of the undergrowth.

You proceed on high alert as large drops of water drip from the broad leaves, marking the passage of time. Perfectly camouflaged in the jungle, Hydar are green-scaled dragons covered in shoots that spread the seeds and spores responsible for the growth and renewal of all the vegetation in the jungle. Poisonous to humans, these monsters are in perfect harmony with the forest and defend it as if they were bound to it by some ancient pact.

"We are still a long way from the swamps in the east, and yet everything seems to be rotting away," says one of the seekers on the mission with you, as he seals a slip of wilted Baethanis into one of his vials.

In Alborea, the veteran captains are worried because the plants growing in the jungle are valuable resources for mankind's survival on the island. All the hunters have been trained to recognize the Baethanis plant in order to use it while hunting: with multiple bracts like shrubs, these large blue mushrooms disperse spores with healing properties into the air. But the plant you are currently looking at has turned black and is oozing pus with a fetid odor.

All around you, several other plants appear to be infected by the same disease as the Baethanis. You follow the trail of diseased vegetation until you hear a roar echoing through the forest. You reach for your weapons and immediately two monsters emerge from a bush, locked in furious combat. A large purple snake hisses in an attempt to bite an attacking Hydar. A thorn-covered vine rises from the ground to grab onto the snake's slippery body. With it caught between the thorns, the Hydar takes the head off the snake in a single bite, which rolls between your feet. The Hydar spots you, and the thorny vines that had been swinging from nearby tree branches just moments before, now begin to stretch out toward you. The dragon leaps to attack the new intruders in its forest.

CONCLUSION

The Hydar's carcass lies lifeless at the foot of a mighty, ancient tree trunk. The plants covering the body tremble from the gust of the wind that comes down from the north and shakes the trees of Niz-Maraga.

"Did you see how it absorbed the sap from the Baethanis?" you worriedly ask the seekers who are on the mission with you.

"Yes, we know that Hydar feeds on these plants and can drain them of their sap," one of them replies, "but like all predators, it favors a balance within the ecosystem," he continues, untangling one of the Baethanis plants that had been wrapped

in the monster's brambles.

"Hydar draws sap from the Baethanis to strengthen itself, emptying them completely, but leaving them alive so they can slowly produce new sap," the seeker explains.

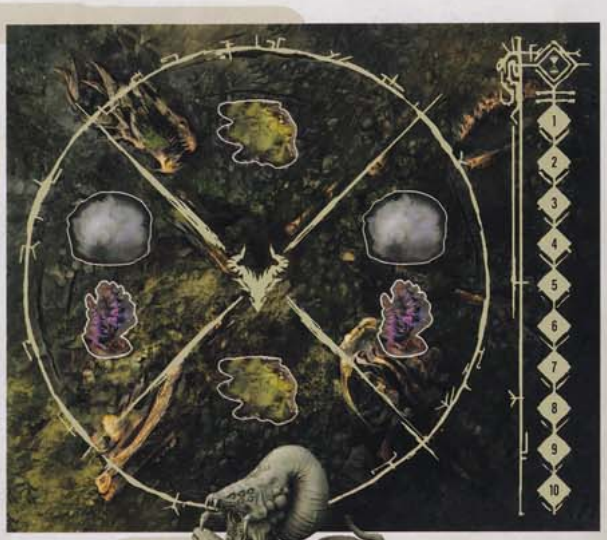
Pensive, you shift your gaze a little further away, toward the black, putrid plants; following the trail of diseased vegetation, you get closer to better observe the body of the snake torn apart by the Hydar. Where its severed head shed blood, you notice that the black blood has corroded the thick roots of the ancient trees in some places, and the shrubs growing nearby have crumpled in on themselves, now completely withered. The seeker approaches and kneels down beside you to take a closer look.

"Hydar is not the cause of all this... what is happening here has only one intention – to cause the entire forest to rot," he says.

Carefully, you cut away a strip of the snake's purple, scaly skin and collect its blood in a vial for study once back at the base. With every step on your way back, you get the feeling that there are other snakes behind you, slithering in the shadows, sinking their poisonous fangs into the heart of the jungle.

Quest rewards on page 22

42 THE DARK SWAMP



Reikal miniature

2x Cyricae

2x Fog

2x Swamp

SPECIAL RULES

Venom cards: Each player has a reserve of 4 *Reikal's* Venom cards associated to their hunter (see the matching class icon on the card back). Keep those cards close at hand and use them when instructed by card abilities during the game. Venom cards are explained in detail on page 3 of *Venom Expansion* rules.

Venomous Serpent cards: Take *Reikal's* Venomous Serpent cards and place them near the monster board. These cards are considered to be out of play until a card ability instructs you to interact with them. Venomous Serpent cards are explained in detail on page 3 of the *Venom Expansion* rules.

INTRODUCTION

You clean the black blood from a freshly killed snake off your weapons. Since setting off on your march through the jungle, you have left behind a trail of bodies curled up in death and you are still advancing through the swamp, following the tracks of the slithering creatures.

"These monsters are poisoning their own home. How can there be life here?" says Nael, on the mission with you.

The Prime Seeker looks around at the colossal trunks of ancient trees rotting in stagnant pools and the macabre scene of already-withered water lilies attempting to bloom on the surface of the gray water. In the desolate stillness of its decay, the swamp stretches as far as the eye can see.

"Nature is slowly devouring itself through the venomous bite from those snakes," Nael says. "I thought it was only humanity that was in danger."

The Keeper, walking next to him, nods grimly. When he learned that your mission was headed toward the Endless Swamp, beyond the great Mistaria Falls, he set off with you.

"In my vision, the ancients climbed the roots of a great primordial tree to the east, beyond the waterfall," he explains to you during the mission. "These trees were said to hold the memory of all of Thyrea, so my powers could be linked to this place," he says decisively.

You have been walking for several hours when, suddenly, a tangle of snakes comes toward you from behind. They slither between your feet and continue into the noxious water. The snakes swim frantically to the center of a large swamp where a tall, thick-trunked tree – the only tree still standing – towers above a dense mist.

The Keeper stops suddenly and stares wide-eyed at the sight of the tree from his vision, but he is immediately frozen by some ancestral fear. The dry branches of the tree hang down toward the ground, swaying like the dangling arms of a corpse, and its hollow trunk creaks. Slowly, the outline of a gigantic serpent, coiling itself around the tree in a death grip emerges from the mist. Its black eyes scan the snakes that have gathered at the foot of the trunk and then fix on you. The monster moves its coils and hisses as it begins to descend to the ground. Behind it, the mist rises, getting thicker, darkening the sky and blurring the view of the ground. Its endless body is swollen with muscles, which bulge under its purple scales. The enormous monster opens its jaws to attack you, while, behind it, hundreds of snakes hiss furiously. In that moment, you are unable to imagine life beyond that gloomy mist and those venom-tipped fangs.

CONCLUSION

When the monster collapses to the ground, the earth shakes and the black snakes quickly disperse.

"Without the beast, no more of those black snakes will be born," Nael says, looking at the countless eggs nestled among the roots of the tree.

Then he kneels down to be level with the monster's fangs and extracts the venom from the greenish sacs on either side

of its terrible mouth. You look around trying to imagine how the swamp will change without the monster's poisonous presence.

As you help the Prime Seeker examine the colossal corpse, you use your fingers to trace the design imprinted onto its scales: shapes that look human are repeated and seem to be intertwined with the endless serpentine body of a monster.

"It's so precise that it looks like a painting," Nael murmurs in amazement.

Meanwhile, the Keeper approaches the tree that the great serpent had coiled itself around.

"Come over here – there's a passage!" he shouts.

He moves aside some vines and roots to reveal a door carved into the wood centuries ago. Inside the immense hollow trunk of the tree, there is a large throne room, built by humans at some time in the distant past, containing an unadorned, high-backed chair – once the throne of an ancient clan leader. Beyond the chair, there is a sculpture depicting a gigantic dragon with a long, serpentine body looping back on itself like a circle, biting its own tail with such ferocity that you are almost convinced that stone could bleed. On its sculpted coils, there is a text written in the ancient language, repeated as a decorative motif.

"Devour and be reborn stronger, until you are One and Eternal," Nael translates.

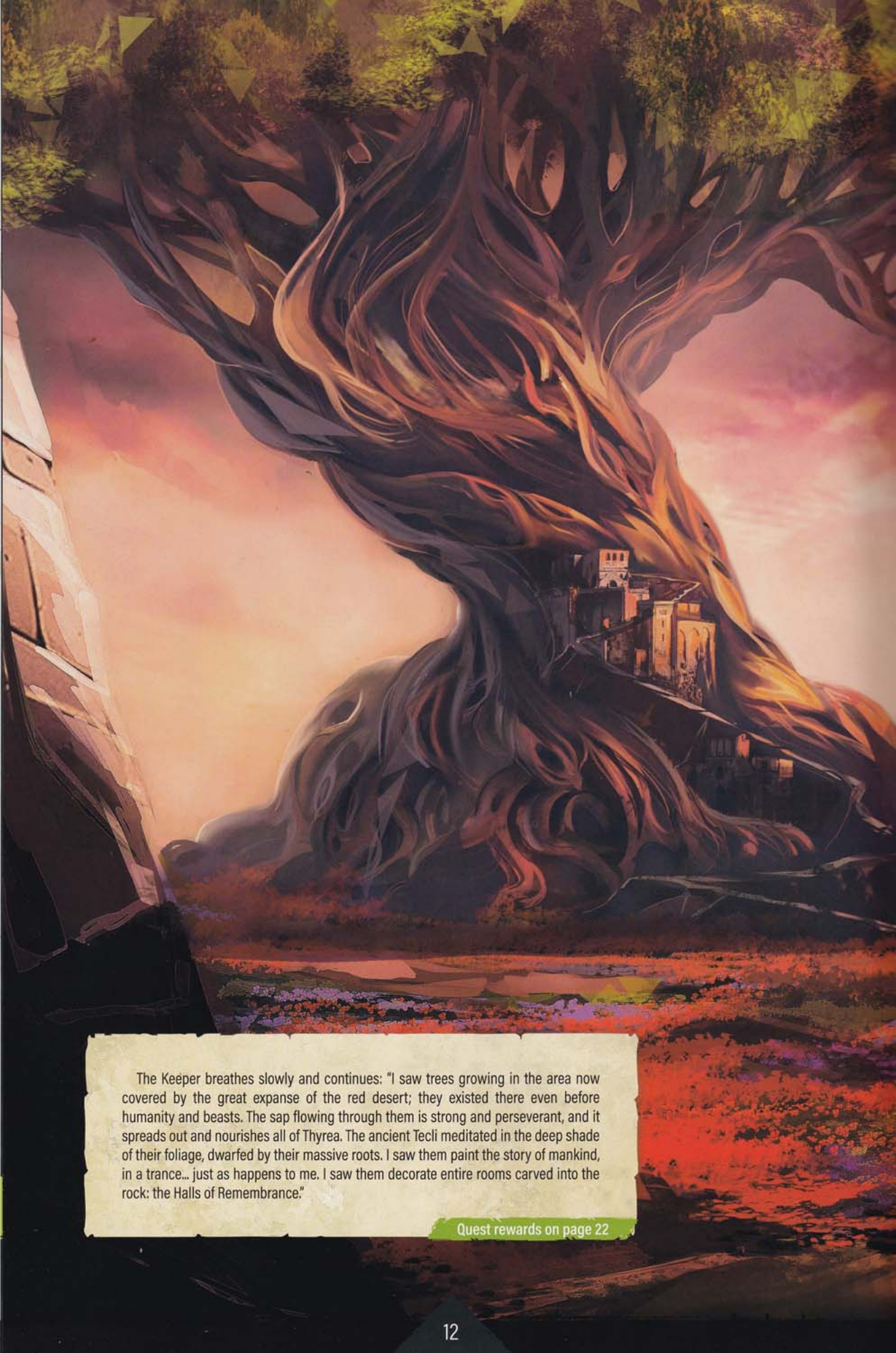
While you go in search of relics inside the room, you realize that the Keeper is no longer there with you, but walking along the walls of the throne room, peering intently at the paintings decorating the space. On the gnarled wood of the tree, men have been painted hunting for creatures with terrifying features, halfway between supernatural beings and savage beasts. The forms they take on in some paintings seem to be a blend of ancestral nightmares and the imagination of mankind.

Noatar, the Keeper, places his hand on a painting, and as soon as his fingers touch the wood of the ancient tree, his eyes roll back and his lips tremble slowly as if he were murmuring. While in a trance, he slowly lowers himself to his knees, keeping his hand fixed firmly on the wood. When he comes to his senses, he keeps his eyes closed to calm himself down, as if he were unable to deal with any other images than those he has just seen in his trance state.

In a low voice, he explains to you: "It's as if I had stretched out my arm and my fingers had touched not one, but all the trees that have ever lived on Thyrea."

Continues on page 12

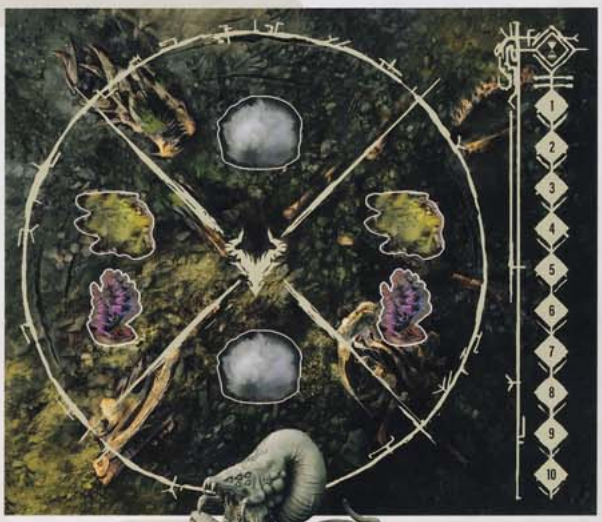
OUROBOROS THRONE ROOM



The Keeper breathes slowly and continues: "I saw trees growing in the area now covered by the great expanse of the red desert; they existed there even before humanity and beasts. The sap flowing through them is strong and perseverant, and it spreads out and nourishes all of Thyrea. The ancient Tecli meditated in the deep shade of their foliage, dwarfed by their massive roots. I saw them paint the story of mankind, in a trance... just as happens to me. I saw them decorate entire rooms carved into the rock: the Halls of Remembrance."

Quest rewards on page 22

43 THE NIGHT OF NIZ-MARAGA



Reikal miniature

2x Cyricae

2x Fog

2x Swamp

SPECIAL RULES

Venom cards: Each player has a reserve of 4 *Reikal's* Venom cards associated to their hunter (see the matching class icon on the card back). Keep those cards close at hand and use them when instructed by card abilities during the game. Venom cards are explained in detail on page 3 of the *Venom Expansion* rules.

Venomous Serpent cards: Take *Reikal's* Venomous Serpent cards and place them near the monster board. These cards are considered to be out of play until a card ability instructs you to interact with them. Venomous Serpent cards are explained in detail on page 3 of the *Venom Expansion* rules.

INTRODUCTION

"The disease has come this far," says Nael, his face covered by a scarf, as he points to a sea of black fog looming over the tops of the few remaining green trees in Niz-Maraga. "I've never seen creatures poison their own land. I thought we humans were their intended prey, but the chaos that seems to be driving them has struck everything, without discrimination," he tells you, certain in his conviction that a monster is responsible for creating the poisonous shadow.

You walk through the last strip of vegetation that is still alive and enter the darkness. Everything there looks like an empty shell of its former self: the plants have rotted, the once clear streams are now blocked and stagnant, and black sap trickles down from the trunks of the trees like blood from a wound. Confronted with the sight of how the swamp is taking possession of this land, which was once so full of life, you can almost hear the plaintive cry of the plants and forest, unable to escape and forced to succumb to a terrible and inevitable destiny. Mankind will not end up like this, you repeat to yourselves, staring at your weapons and tightening the straps on your armor.

Suddenly, a roar booms through the dying forest. You push aside some yellowing ferns and see two monsters fighting. An enormous purple snake, as thick as a column, has coiled itself around a Hydar and is squeezing tightly. The jungle dragon is doomed: the snake opens its mouth wide and closes it around the Hydar's head, severing it neatly in one bite. The snake, having picked up your scent in the air, unceremoniously dumps the dragon's body and hisses loudly as it slithers toward you. It opens and closes its numerous evil eyes, like dark pools devoid of even the remotest glimmer of light, in which you catch sight of your reflection. The monster and its cloak of poisonous night loom over you, but you are prepared to lay down your lives to stop the encroaching death.

CONCLUSION

Your breathing still has not returned to normal. You struggle to extract your weapons, which have been sunk deep into the monster's flesh. The already contaminated soil is now soaked in its blood and toxic venom. The Prime Seeker, leaning over its body, examines it closely and extracts what poison remains in the enormous snake's venom sacs.

"Look at its skin," Nael calls to you, "there's a pattern that seems printed onto the scales, which is repeated along the entire length of its body. There is the figure of a man – he looks like a hunter – and there's a snake wrapped around him... The two of them are intertwined in an endless movement; they move away from one another and are then reunited, over and over again..."

As you look at that strange figure, the monster's black eyes turn opaque and harden. You look around, wondering if the forest will find the strength to be reborn. You do not want to believe that there cannot be some alternative to all this destruction. How can this loop of endless fighting be broken? You look at the Niz-Maraga swamp one last time and see a lonely ray of light shining on the horizon. The pale sun is reclaiming the sky as if it had just awoken from a terrible nightmare.

Quest rewards on page 22

44 MOONFLOWER

Hydar miniature

2x Wildmaw

2x Beathanis

2x Brush

2x Synaerea

SPECIAL RULES

Venom cards: Each player has a reserve of 3 *Hydar's* Venom cards associated to their hunter (see the matching class icon on the card back). Keep those cards close at hand and use them when instructed by card abilities during the game. Venom cards are explained in detail on page 3 of the *Venom Expansion* rules.

Thornvine tokens: This scenario uses thornvine tokens. Keep these tokens near the board and use them when instructed by card abilities during the game. Thornvine tokens are explained in detail on page 3 of the *Venom Expansion* rules.

INTRODUCTION

You have been walking for hours through an endless swamp, weighed down by a cloak of fog that taints the rotten, yellow-tinged vegetation. Until recently, lush, green plants had flourished here.

Wading through the wetland up to your knees, you make your way forward holding your torches high above you in search of ancient burial sites. The ancient Krismari herbal codex states that the small silver flower, often depicted alongside an image of the moon rising from the darkness, once grew on the graves of the most valiant warriors, absorbing the life that left their bodies.

The strong, sickly-sweet odor of decay burns your lungs, and your eyes can hardly see through the toxic fumes all around you. Suddenly, you begin to make out something in the stagnant water: the flames of your torches flicker on the surface and illuminate the silhouette of a body bobbing on the bottom of the swamp, then another, and another. Corpses that have been mummified by the toxic water lie at the bottom of the swamp, like exotic beasts sealed in apothecary jars. Their greenish flesh has been slashed open by deep wounds and is covered in algae. Distorted by the noxious water that has embalmed them, the faces of the dead look monstrous, still contorted in bestial expressions.

You feel your old battle scars burning as if there were fire flowing under your skin. You are suddenly hungry to fight in order to prove to the swamp bodies that you shall not share their same fate.

You clutch tight to your weapons and quickly reach a dry patch of land. There, among the dark grass, illuminated by your torchlight, you see a glittering carpet of silver blossoms: the Moonflowers.

As soon as you start to approach, a harrowing cry breaks the silence – beyond the patch of flowers, you see a dense tangle of thorns and plants that are intertwined to form a giant nest.
Two thin, deep green eyes suddenly light up in the darkness between the twisted stems bristling with long thorns. An enormous clawed foot slowly emerges from the nest: the leg of a Hydar.

CONCLUSION

At the end of the fight, you let your weapons drop to the ground, still shaken by the violence of the encounter. The monster fought with fury, possessed by the same rush of bloodlust that, recently, seems to drive all the beasts on Thyrea.

The Hydar is now sprawled on the ground, at the foot of an ancient statue covered in putrescent vines and moss. The statue depicts a man whose body is covered in tattoos with sinuous lines like snakes, which are repeated all over his skin; in the center of his chest, he is wearing what looks like a pendant in the shape of a snake looped back on itself to form a circle. All around the base of the statue is an inscription in an ancient language, which you have now learned from the seekers. You translate it: "The power that was divided shall be one again."

Before you, the Moonflower shines in the shadow of the black

mist that hangs over the swamp. You collect a sample, as if it were a fragment of the power of the ancients, which may well serve as an aid to help you survive the cruelty of Thyrea.

Quest rewards on page 23

45 THE HALLS OF REMEMBRANCE

Toramat miniature

2x Rock

1x Beathanis

2x Sand

1x Plateau

2x Wildmaw

SPECIAL RULES

Behavior deck setup: Leave *Toramat's* Crashing Charge and Out of Control behavior cards out of the behavior deck. These cards are considered to be out of play until a card ability instructs you to interact with them.

Dust tokens: This scenario uses dust tokens. Keep these tokens near the board and use them when instructed by card abilities during the game. Dust tokens are explained in detail on page 95 of the *Rulebook*.

Hardening track: Set the hardening level to 0 by placing the corresponding marker in the ▼ space on the Hardening track. The Hardening track is explained in detail on page 95 of the *Rulebook*.

Special attrition cards: Remove two base attrition cards with an attrition value of 1 from the attrition deck, and add in *Toramat's* special attrition cards instead. Special attrition cards are explained in detail on page 98 of the *Rulebook*.

INTRODUCTION

"The primordial trees are some of the oldest living things in Thyrea. Since time immemorial, they have used their roots to dig deep underground and spread throughout the entire continent, intertwining with every other forest, and sharing the ancestral memories which they protect and safeguard," Noatar explains. "The Tecli asked the trees to reveal the secrets of the world to them, they sought answers in the past just like we do... and here, in these places, where the trees once grew, they built temples to preserve the memory of their lineage."

The Keeper's words echo in the silence of the valley as a group of seekers leads the expedition to the unexplored places in the southern part of the Sunset Plains.

"It's down there, buried in the rock inside those gorges. We found it!" exclaims a seeker who has come running back to give a report.

The midday sun beats mercilessly down on the rock, and, in the canyon's narrow pathways, you hear the whistling voice of the wind, which gets increasingly gloomy until it becomes a mighty wail, and finally, a heart-rending howl.

With your eyes on the ground, you notice numerous paw prints in the clay on the path. You move to the front of the squad, and suddenly, a clamor of shattering crystals rings out through the gorge. Beyond the last rocky indentation, a battle scene suddenly appears, and you see a Toramat charging against a great crystal-maned wolf, which has invaded its territory. Like a blow from a hammer, the Toramat's rock-hard tail shatters the crystals on its exhausted opponent's back, reducing them to dust. You approach to observe the scene as, with an angry cry, the monster pounces on the chest of the now-defenseless nine-tailed wolf. Suddenly, it stops and sniffs the surrounding air. It has caught scent of you. Furiously, it blows out steam from its nostrils and charges.

CONCLUSION

You climb over the Toramat's carcass, boiling hot like the sand of the Sunset Plains, and continue your march through the winding gorges of the canyon. A ray of light filters through the rock walls and in a shadowy corner you catch a glimpse of a large wooden door.

"This is it – the holiest temple of the Tecli civilization," announces the Keeper.

Using all your weight, you force open the doors and go inside. The hall is enormous, carved entirely out of amber-colored rock. A few cracks in the ceiling allow light to filter through, illuminating the thin layer of golden sand that has settled over everything throughout the centuries. In the center of the great hall, there is a sculpture of a man with a wizened face, wearing the armor of a warrior, seated as if in meditation. His back is straight and his muscles are well-defined beneath his sleek armor. The Keeper, enthralled, walks around the statue. Behind the sculpture of the man, in perspective on the wall, there is a painting of a dragon with its wings outspread. On its body, you can see both human and beastly faces, their wide-eyed gazes

looking back at you.

"The Ancient!..." exclaims the Keeper staring at the painting beyond the statue, "viewed from here, it looks as if its wings are resting on the man's shoulders," then he stops, "...as if they were the man's wings."

You look around and all the walls in the room are painted. Some of the designs are colorful and vivid, while others seem darker, as if many painters had worked in succession and the feelings of each had been imprinted upon the rock.

"All of these paintings are depictions of past events... it is an archive of what they observed in their visions," Noatar concludes.

The more remote the event is in the distant past, the more stylized the figures are and the more difficult the shapes are to interpret. In most of the paintings, the figures seem to be in harmony with each other and with nature. It seems that mankind dominated the island of Thyrea for a long time in the past – there were no monsters, and the Three Dragons are always depicted as if watching over civilization from afar. How did such a peaceful existence come about? You continue your exploration in the Halls of Remembrance, and as you peer at the wall, you notice ancient weapons, on display like relics. One of them stands out: a whip hung on the wall, all twisted up like a mummified snake. Then a voice comes from the chamber ahead of you.

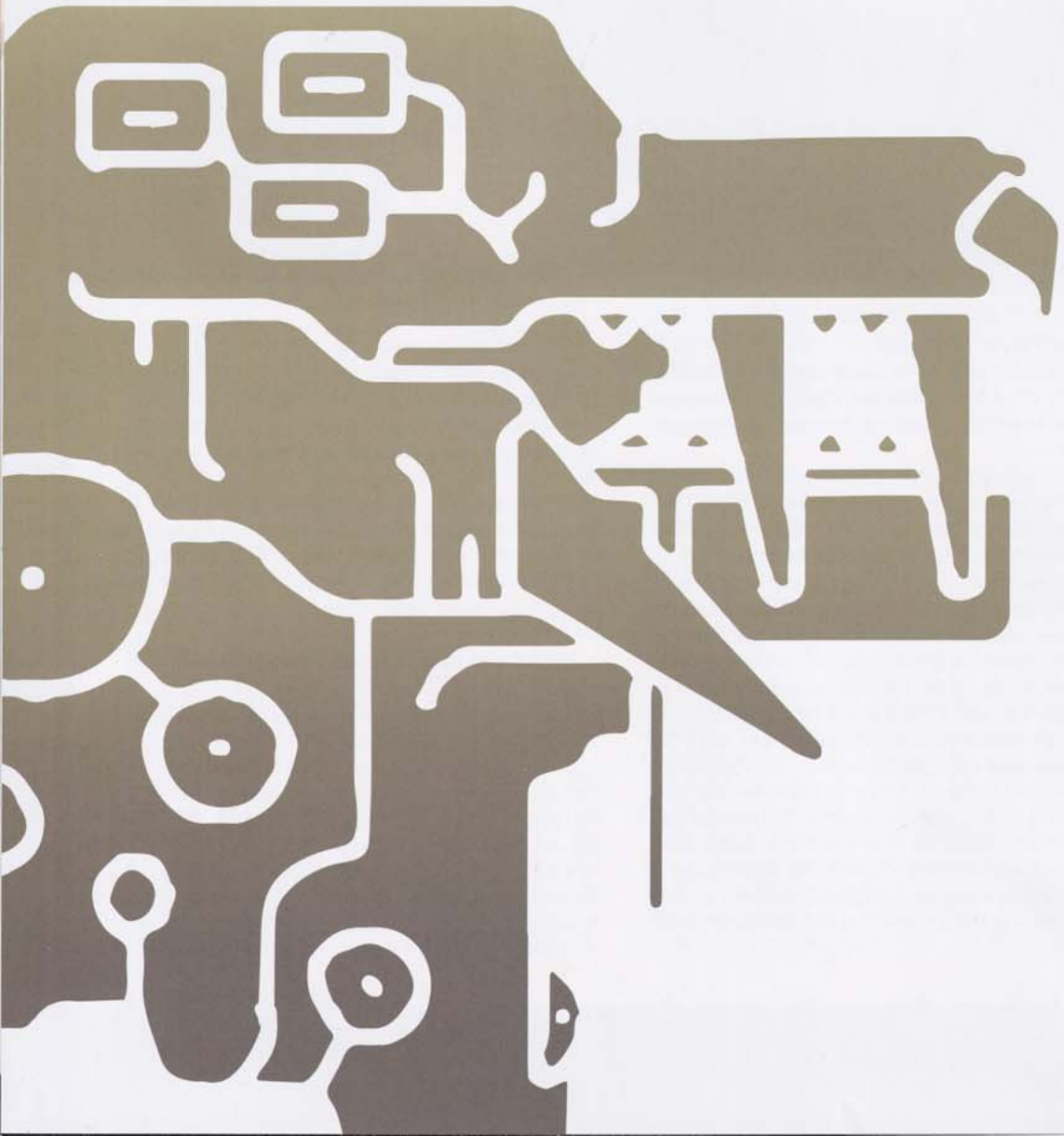
"Come and see! The spear in the painting is the same as the one preserved here!" exclaims a seeker in the hall, pointing to the image of a colossal monster that takes up the entire wall.

Its shape resembles that of a dragon. It is depicted in the moment when a man is plunging a sharp spear into its body. Its jaws are wide open for one last roar, silently captured in paint, but it seems to reverberate abrasively in your head. Its fiery eyes are animated by a primeval fury as if all the violence of nature converged in the beast. In the painting, three warriors pursue the dragon in battle, and the whole scene is squeezed into a frame of storm clouds, which fade into the cold rock of the room.

"Here's the inscription..." says the seeker, as the Keeper also arrives in the hall. "That's what we've been searching for." His tone turns somber, and he slowly articulates the translated words as he turns to look at the monster: "Our origins."

You turn around and the spear is right in front of your eyes. Perfectly preserved, it rests on a stone pedestal in the center of the room. Neither rust nor sand seems to have corroded it. You look at it in rapt fascination. Standing before that weapon, your hearts skip a beat in unison. The whole story of mankind on Thyrea is linked to the tip of that spear, which you imagine being sunk into the blood and heart of that monstrous dragon. It seems like a fate both terrible and majestic vibrates on the blade.

Quest rewards on page 23



2

QUEST REWARDS AND EXPIRATION

41 The Dying Forest

Unlock the Venom Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 2x 1x

Plants: 1x 1x 2x 1x

Gain the achievement *"The Blood of the Serpent"*.

Hydar blood vision

"Now, we climb. Follow me!" our teacher tells us. We grip tightly to the roots of the giant tree and begin to climb upward to reach its trunk.

The mass of roots emerging from the ground is so large that it has created a small hill. When we reach the hilltop, we sit on an accommodating root and listen.

"Trees are the oldest living things in Thyrea. Once, there was nothing but one large forest of Primordial trees growing here, today, however, only a few specimens are left. Those that remain are keepers of the memory of the world, of all that has ever lived on Thyrea," says the man, while we curiously touch the bark of the tree with our hands and imagine what it would be like to ask it questions about the past.

"The Ancient has the same power to preserve memory and look back into the past. But there are also dark moments in the memories of these lands. It is said that there is one memory in particular that is unbearable to watch again. Some Tecli say that even the Ancient is afraid of reliving that memory, so much so that it never goes that far back in time," says the master.

42 The Dark Swamp

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 2x 1x

Plants: 1x 1x 2x 1x

Unlock Quest 45 unless you have already unlocked Quest 18.

Unlock Reward cards 30, 31.

Reikal blood vision

Black smoke hovers over the battleground. In the center, a man with a bloodstained dagger is speaking to his clan. Behind him, a mound of corpses is burning, piled high on a smoldering pyre. With each outburst of passion from his body, his clothes shake furiously. The snakes embroidered on his tunic are tinged red with blood.

"The prophecy of the Ouroboros tells us that the power is one and that it is destined to grow by devouring more power. It will be like this forever! This is our destiny: to nourish our power!" he says as the crowd shouts in exaltation.

He raises the dagger, pointing to the sky, and continues.

"Do you think the Three Dragons are so different from us? They, too, struggled to gain their immense powers. We, too, shall follow the path of the Ouroboros!" as he says this, he lifts a man from the defeated rival clan up from the ground and throws him among his warriors, who finish him off.

43 The Night of Niz-Maraga

Unlock the Venom Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 2x 2x

Plants: 1x 2x 1x 1x

Unlock Reward card 32.

Reikal blood vision

A thick blanket of noxious smoke spreads throughout the village, it crawls forward and poisons the vegetation that crumples up and starts to rot as soon as it makes contact. The remains of slaughtered corpses lie on the ground, while monstrous creatures prowl in the black mist. A wounded man tries to escape, but one of the creatures quickly throws itself onto him. It rips off his leg in a single bite. The crunching of bones between its teeth pounds in my ears. It uses its claws to pierce the flesh of the man's arms and pins him to the ground. It pounces on his chest and begins to tear off strips of flesh until it finds his heart.

Horrified, I instinctively reach out my black, trembling hand to stop the beast, but there is nothing I can do. We cannot survive this violence. I look for a gap in the mantle of dark fog and make a break for it, running toward the heart of the forest, in search of a light.

44 Moonflower

If not already unlocked, unlock the Venom Forge card.

Each player gains the following crafting and plant resources:

Elements. 2x | Materials: 1x 1x 1x 1x

Plants: 1x 1x 2x 1x

Unlock Reward card 33 (unlock both copies of this card).

Hydar blood vision

"Let's stop for a second!" I say to my comrade. I stop walking and rest my hand on the sturdy trunk of a tree. I hear the forest shuddering around me.

"Are you mad? They're chasing us!" he replies with a weak voice, exhausted.

"I'm not moving from this spot. I'm sick of fleeing! The snake clan has destroyed our homes, killed our brothers," I say, and I slam my hand on the ground in anger. A desire for violence fills me. "Let's use the forest. Let's take its strength! It will be our shield and our weapon!" I say, shaking my comrade, but then I realize he has lost consciousness.

The sound of our enemies is approaching: I'm surrounded now.

45 The Halls of Remembrance

If not already unlocked, unlock the Horn Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 2x 2x

Plants: 2x 1x 1x 1x

Unlock Reward card 8.

Gain the achievement *"The Spear that Killed the Dragon"*.

Heartpiercer vision

Unable to look away from that weapon with such a dismal fate, the Keeper walks around it and finally makes his decision: he grabs the spear and a moment later his eyes turn white. He mumbles something imperceptible and then opens his mouth wide as if wanting to shout but only silence emerges. His vision lasts a few seconds but when he returns to consciousness, he is exhausted. You help him lie down and listen as he wearily tells you about his vision.

"I was in the remote past, more distant even than the ancient civilizations. I was inside a cave, where the air was still and heavy, and the walls were so high that I could not see the ceiling shrouded in darkness. I saw the carcasses of colossal creatures lying on the ground like trophies, their empty chests had been torn open. There was mold and wilted flowers on their curved horns, and their colorful skin was turning gray like fog. From the darkness in front of me, I could hear the raspy sound of a growl getting louder, which then exploded into a deep roar. A Dragon, thirsty for blood, was pinning down one of those creatures, which had just been captured and was still alive. It broke through the stricken creature's shell, ripped open its chest, and then tore out its still-beating heart. When it turned to me, I saw its fiery eyes shining fiercely in the dark, insatiable. It was the same Dragon that we saw in the painting."

Toramat blood vision

Sitting in silence between the roots of the tree, I let my breathing slow down almost to a stop. My fingers search the bark for traces of the past, faces of men, monsters, or primordial beings who walked upon this earth. Thyrea does not let go of anything, she remembers everything, and in her memory, everything lives forever.

In this spinning vortex of eternity, I perceive the Voice and the majestic presence of our Dragon. Just as the starry sky is for the Celestial, so the great primordial trees are the channel of power for the Ancient.

A feeling of humility and wonder envelops me as I move between the knots and tightly woven threads that make up the tapestry of the memories of the bloodline.

On my eyes, as white as a canvas, the drawings of a thousand faces and a thousand intertwined lives are imprinted. In this tapestry of memories, I feel that the end does not exist; in this tapestry, I am free.

EXPIRATION

41 The Dying Forest

At the eastern edge of the jungle, another squad of hunters has reported finding several blackened, decomposing Hydar carcasses surrounded by rotting vegetation. The Seekers still do not know how to explain what is happening in the region.

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